

The maximum line length that GETLN can handle is 255 characters. If the user types more than this, GETLN sends a backslash (\) and a carriage return to the display, cancels the line it has accepted so far, and starts over. To warn the user that the line is getting full, GETLN sounds a bell (tone) at every keypress after the 248th.

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**Important**

In the Apple II and the Apple II Plus, the GETLN routine converts all inputs to uppercase. GETLN in the Apple IIe does not do this, even in Apple II mode. To get uppercase input for BASIC, use Caps Lock.

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## Editing with GETLN

Subroutine GETLN provides the standard on-screen editing features used by the BASIC interpreters and the Monitor. For an introduction to editing with these features, refer to the *Applesoft Tutorial*. Any program that uses GETLN for reading the keyboard has these features.

### Cancel line

Any time you are typing a line, pressing Control-X causes GETLN to cancel the line. GETLN displays a backslash (\) and issues a carriage return, then displays the prompt and waits for you to type a new line. GETLN takes the same action when you type more than 255 characters, as described earlier.

### Backspace

When you press Left Arrow, GETLN moves its buffer pointer back one space, effectively deleting the last character in its buffer. It also sends a backspace character to routine COUT, which moves the display position and the cursor back one space. If you type another character now, it will replace the character you backspaced over, both on the display and in the line buffer. Each time you press Left Arrow, it moves the cursor left and deletes another character, until you reach the beginning of the line. If you then press Left Arrow one more time, you have cancelled the line, and GETLN issues a carriage return and displays the prompt.